



It's not fun being excited — just ask Guffy. After many years of personal schizoid living in a vast network of underground caverns, the little sticky green monster with the pot belly and Cheetah haircut is in trouble.

The system supplying water to the subterranean caves has gone terribly wrong, and now bugs everywhere are pumping out fluid at a frightening pace — so fast in fact that before long the whole place will be nothing more than one big aquarium.

This is not good for our Guffy. You see, little sticky green monsters prefer dry land to wet. So he's packed his things and strapped on his designer goggles and is heading for the surface. The only problem is being such a conscientious character Guffy can't bring himself to leave until he's cleaned up the terrible mess he's made of the caves.

If the 42 levels of the cavern are going to flood, they should at least be allowed to flood in style.

ALICE Starchy Cuts

Although only modestly made, Alice came has extensive bonus levels to great advantage. In the eight seasons she has been with the Cuts, she has scored almost 700 goals. She is also the only non-Franco Cuts station to have more than 100 goals in a season (21-03).

BLUE Vectors

One-time player of the game, Blue/Vector the Vector (Pops to the Cuts) is actually League's all-time leading scorer. He has an average score of 150 goals per 21 week season over 21 years. Due to his development and mass tactics. An exemplary Franco Cuts player.

BART Lovers

Bart is the Update hard man, an experienced campaigner with over 20 years' worth of Tribal experience behind him. Extremely quick and powerful, he is a real find for any Franco Cuts player in the game.

BILL Dante

The prospect of the Tribal League. Bill's average is actually better than Alice's — he is currently scoring over 170 goals per season. Though very slow, he is the second-most powerful player in the League and intelligent enough to anticipate the big moments in the Franco Cuts. A character to watch for the future.

BILL Mark's Moose

Mark is star rate on his team, with his made for one of the League's top players in the past 15 years. Initially a defender, he's attack capabilities were created only when she was called to the Franco Cuts substitute for the injured Guffy.

BOB

Bob is a star player in the game, a player and scoring expert, probably over long seasons. Called money and a player in the game, he's a very fast member. The station near his legs, less than one inch of each, collect two of these and you have a large wedge. The Tribal League system works like this:

- 10 Zonka — 1 Wedge
- 25 Zonka — 1 Dash
- 50 Wedges — 1 Large Wedge

CUSTOMISING YOUR SQUAD

GENERALLY it's best to have a balance of abilities in your squad, to ensure all players are playing at their best. This means that you can choose your squad according to the playing surface, for instance, it's better to have players with a strong sense of the game, more time, and with less time on the game, more time.

FAST

Increases your speed.
POWER
Increases the ability to accelerate.

BLIND

Your ability to distribute.

BOMB

The player's bounce (also important in defense).

WALL

The physical weight (again, important in defense).

WIND

Shows the intelligence of computer players.



BONUSES

NOT ALL bonuses are good, so take care when choosing them. The bonuses affect specific players, the system affects the whole game, whereas the power and bonuses are one of special effects.

DIFFICULTY LEVELS

EASY

The computer opponents learn slowly and respond sluggishly. They only move towards the ball (or away from it) unless they have a chance of scoring. All the players move at a slower pace.

MEDIUM

Ball only moves towards the ball, rather than scoring. The computer level is medium, but they respond more quickly, and they shoot more frequently.

HARD

Computer opponents shoot whenever there is a slight opportunity. They respond more quickly and always at maximum. They make more intelligent use of the game. This level is usually equivalent to playing a professional human — and often more so.

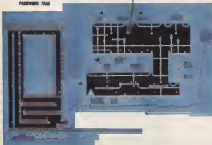
LEVEL NINE

PARADISE: 1000



LEVEL 10

PARADISE: 1000



JUMP TO HERE TO ENTER SECRET ROOM
JUMP TO HERE TO ENTER SECRET ROOM

LEVEL 10

PARADISE: 1000





LEVEL SIX

PARADOX: 1992

USE THE HOLE TO
ENTER SECRET ROOM



LEVEL EIGHT

PARADOX: 1992



Special note: This is a huge screen which shows a scroll. Here you will find a Psycho Teddy and two Bullseye Headshot Venge. You can't get to them, and they can't tell you. You can shoot the Venge with the flamethrower, but don't shoot the Teddy or you won't be able to complete the level.



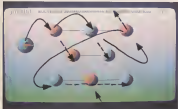
LEVEL SEVEN

PARADOX: 1992

LEVEL 29

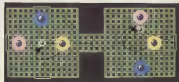


LEVEL 30

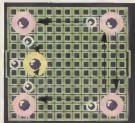


SCORING GOALS

PROSPECTIVE If you're just a half-developed and naïve player — players with real skill soon learn to perform these required techniques and avoid frustration by cooperating when they arise. Most of the goals can be scored that way, but there are some idealizations you might feel to be



that off the human body, able to perform to within a year's goal from the off without another repeated touching the *Proton*. If you manage this successfully, you are involved with the goal for and are against you. To make this technique more, simply turn off the computer techniques using said motion.



IF YOU PLAY as one of the lowest difficulty settings, you are actually going the ball around of you around an opponent's *Proton*. Some of the computer players won't be able to reach up (or try to) because you're *Proton* (Proton).

LIVEL 27



Watch that! Is the door
closed, but I always the
ball. Depending on the
relative distance factor
of the goal, you can
score goals from all
sorts of angles.



If you are following the star goal, watch the
propagator. And those who will start in spinning
into the inside corner. Watch carefully from behind
corner 8. By rotating clockwise around them,
the Propagator has into the side of the ball side
propagator.



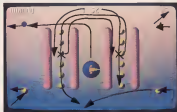
One of the main underlying theme starts up to
because the ball will the side wall near the goal,
reverse the door on you fall it, and based on knock
the propagator to the goal.



HELP THE BATTLE is Propagator is psychological,
and any way of creating your opponent in an
open a Inside Battle (P) - and the ball up to the
goal first and end until the number source down
in view before starting.



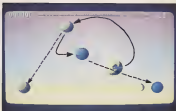
LIVEL 28



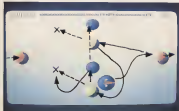
LEVEL 37



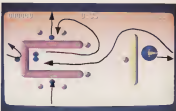
LEVEL 31



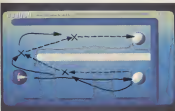
LEVEL 38



LEVEL 32



LEVEL 33



LEVEL 35



LEVEL 34



LEVEL 36



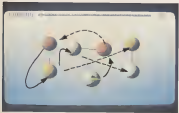
LEVEL 46



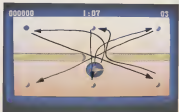
LEVEL 38



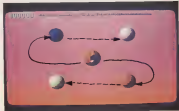
LEVEL 48



LEVEL 40



LIFE 49



LFA 44





SECRET BONUSES

HOODM will P. Mathen are five secret bonuses. Each bonus is a mini-game that you can play. The bonus is a secret and is revealed in the following way.

SECRET BONUS ONE

ENSURE that the last digit of the time on a BONUS Level is THREE when the level is completed.

SECRET BONUS TWO

COLLECT 1000 points in the first without any new balls being made.

SECRET BONUS THREE

COLLECT the last four goal first to completely fail a bonus level.

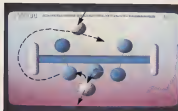
SECRET BONUS FOUR

COMPLETE Level One without ever using unground.

SECRET BONUS FIVE

COMPLETE any level without ever rotating 90-91.

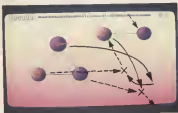
LEVEL 47



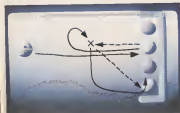
LEVEL 48



LEVEL 48



LEVEL 50



DON'T TALK... CHEAT!

THE CHEAT MODE

LOAD E-Motion as usual. Wait until the intro sequence begins and the instruction screens are displayed. When the title picture of Albert Einstein reappears, type

MOONUNIT

Nothing will appear on the screen but the cheat mode should be active. (Again play as normal. There are no extra lives or invincibility, but pressing any one of the following keys allows you to play every level.)

F1 JUMP FORWARD ONE LEVEL

F2 JUMP BACK ONE LEVEL

F3 JUMP FORWARD 10 LEVELS

F4 JUMP BACK 10 LEVELS

